

Application No.: 09/819,603

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Docket No.: 559442001100

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(PATENT)

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Patent Application of:
Gregory W. EASLEY et al.

Application No.: 09/819,603

Art Unit: 3713

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For: **CONSOLE-BASED SYSTEM AND METHOD
FOR PROVIDING MULTI-PLAYER
INTERACTIVE GAME FUNCTIONALITY
FOR USE WITH INTERACTIVE GAMES**

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PROPOSED AMENDMENT ATTACHED.

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PROPOSED AMENDMENT TO THE CLAIMS

1 (currently amended). A system for providing functionality to remote users at individually addressable systems, the system comprising:

[[one or more]] a server[[s]] in communication with [[one or more]] a remote user system[[s]] wherein the remote user system[[s are]] is individually addressable;

[[one or more]] a console system[[s]] operating on the [[one or more]] server[[s]] wherein the console system[[s]] comprises a [[one or more]] base-functionality module[[s]];

and [[one or more]] a software game module[[s]] that utilizes functionality provided by the console system to provide interactive game content to the remote user system;

[[at least one]] an application programming interface provided by the base functionality module for the one or more game modules configured to transfer[[ring]] at least one parameter passed by the ~~one or more consoles or servers~~ base functionality module to the [[one or more]] game module[[s]] and configured to transfer[[ring at least one]] a parameter passed by the [[one or more]] game module[[s]] to the ~~one or more consoles or servers~~ base functionality module;

[[and]] wherein the application programming interface further comprises a common interface for connecting additional modules transparently accessing console system functionality and further providing independence from protocol requirements of the console system;

wherein [[one or more]] a parameter[[s are]] is received from the remote user system at the console system;

wherein the software game module passes game-specific information to the console system; and

wherein the console system communicates with the remote user system using [[a]] the base-functionality module in a manner determined by the game-specific information.

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